

AMENDMENTS TO THE CLAIMS

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) In a client system that communicates with a server system, wherein the client system includes a computing device that includes program instructions used in the operation of the client system, a method of restoring a corrupted portion of the program instructions at the client system, comprising the acts of:

checking the validity of system program instructions at the client system and checking the validity of application program instructions at the client system to determine whether the system program instructions or the application program instructions have a corrupted portion so as to render the corrupted portion unreadable as intended; and

upon determining that either the system instructions or the application program instructions have a corrupted portion:

automatically connecting the client system to the server system;

receiving replacement instructions for the corrupted portion from the server system; and

replacing the corrupted portion of the program instructions with the replacement instructions.

2. (Previously Presented) A method as recited in claim 1, wherein the act of checking the validity comprises the act of using a checksum technique to determine whether the corrupted portion exists.

3. (Previously Presented) A method as recited in claim 1, wherein the act of connecting the client system to the server system comprises the acts of:

selecting a local connection script associated with the server system; and
connecting to the server system using the local connection script.

4. (Previously Presented) A method as recited in claim 3, wherein the act of selecting a local connection script associated with the server system comprises the act of:

reading a default connection script from a memory of the client system;
using the default connection script to connect to remote computer that contains the selected local connection script; and
downloading the selected local connection script from the remote computer.

5. (Previously Presented) A method as recited in claim 1, wherein the act of receiving replacement instructions from the server system comprises the act of automatically, and without use intervention, requesting the replacement instructions from the server system after connecting to the server system.

6. (Previously Presented) A method as recited in claim 5, wherein the act of receiving replacement instructions from the server system comprises receiving replacement instructions that have been downloaded from the server system over a satellite link that connects the server system with the client system.

7. (Previously Presented) A method as recited in claim 5, further comprising the acts of:

writing the replacement instructions to a random access memory of the client system;
decompressing the replacement instructions, and
writing the decompressed replacement to a flash memory of the client system.

8. (Previously Presented) A method as recited in claim 1, wherein the replacement instructions are received from the server system over the Internet.

9. (Previously Presented) A method as recited in claim 8, wherein the application program instructions comprise an Internet browser, and wherein the corrupted portion is included in Internet browser.

10. (Previously Presented) A method as recited in claim 1, wherein the replacement instructions for the corrupted portion of the program instructions comprise a Java applet.

11. (Previously Presented) A method as recited in claim 1, wherein the act of checking the validity of the system program instructions is performed during initialization.

12. (Currently Amended) A computer program product for implementing, in a client system that communicates with a server system, wherein the client system includes a computing device that includes program instructions used in the operation of the client system, a method of restoring a corrupted portion of the program instructions at the client system, the computer program product comprising:

a computer-readable medium carrying computer-executable instructions, that when executed at the client system, cause the client system to perform the method, including the acts of:

 checking the validity of system program instructions at the client system and checking the validity of application program instructions at the client system to determine whether the system program instructions or the application program instructions have a corrupted portion so as to render the corrupted portion unreadable as intended; and

 after determining that either the system instructions or the application program instructions have a corrupted portion:

automatically connecting the client system to the server system;
 receiving replacement instructions for the corrupted portion from the server system; and

 replacing the corrupted portion of the program instructions with the replacements instructions.

13. (Previously Presented) A computer program product as recited in claim 12, wherein act of checking the validity comprises the act of using a checksum technique to determine whether the corrupted portion exists.

14. (Previously Presented) A computer program product as recited in claim 12, wherein the method performed by the client system further comprises the acts of:

 writing the replacement instructions to a random access memory of the client system;

 decompressing the replacement instructions; and

writing the decompressed replacement instructions to a flash memory of the client system.

15. (Previously Presented) A computer program product as recited in claim 12, wherein the act of checking the validity of application program instructions is performed upon the client system establishing communication with the server system in preparation for requesting from the server system information other than the replacement instructions.

16. (Currently Amended) In a client system that communicates with a server system, wherein the client system includes a computing device that includes program instructions used in the operation of the client system, a method of restoring a corrupted block of the program instructions at the client system, comprising the acts of:

| checking the validity of blocks of the program instructions at the client system to determine whether the ~~blocks~~blocks of the program instructions include a corrupted block so as to render the corrupted block unreadable as intended; and

| upon determining that the blocks of the program instructions include a corrupted block:

| automatically requesting the replacement block of program instructions for the corrupted block from the server system;

| receiving the replacement block of program instructions from the server system; and

| replacing the corrupted block with the replacement block of program instructions.

17. (Previously Presented) A method as recited in claim 16, wherein the act of checking the validity comprises the act of using a checksum technique to determine whether the corrupted block of the program instructions exists.

18. (Previously Presented) A method as recited in claim 16, wherein the act of requesting comprises the act of connecting the client system to the server system over the Internet.

19. (Previously Presented) A method as recited in claim 16, wherein the act of requesting comprises the acts of:

| selecting a local connection script associated with the server system; and
| connecting to the server system or sites using the local connection script.

20. (Previously Presented) A method as recited in claim 19, wherein the act of selecting a local connection script comprises the acts of:

- reading a default connection script from a memory;
- using the default connection script to connect to a remote computer that contains the selected local connection script; and
- downloading the selected local connection script from the remote computer.

21. (Previously Presented) A method as recited in claim 16, wherein the act of receiving the replacements block from the server system comprises the act of receiving the replacement block that has been downloaded from the server system over a satellite link that connects the server system with the client system.

22. (Previously Presented) A method as recited in claim 16, each of the blocks of the program instructions being stored at a specific storage address at the client system, wherein the act of checking the validity of blocks of the program instructions at the client system comprises the act of identifying the specific storage address associated with any corrupted block that is identified.

23. (Previously Presented) A method as recited in claim 16, further comprising the acts of:

- writing the replacement block to a random access memory of the client system;
- decompressing the replacement block; and
- writing the decompressed replacement block to a flash memory of the client system.

24. (Previously Presented) A method as recited in claim 17, wherein the act of requesting the replacement block of program instructions from the server system is performed automatically and without user intervention.

25. (Currently Amended) A computer program product for implementing, in a client system that communicates with a server system, wherein the client system includes a computing device that includes program instructions used in the operation of the client system, a method of restoring a corrupted block of the program instructions at the client system, the computer program product comprising:

a computer-readable medium carrying computer-executable instructions that when executed at the client system, cause the client system to perform the method, including the acts of:

 checking the validity of blocks of the program instructions at the client system to determine whether the blocks of the program instructions include a corrupted block so as to render the corrupted block unreadable as intended; and

 after determining that the blocks of the program instructions include a corrupted block:

automatically requesting the replacement block of program instructions for the corrupted block from the server system;

 receiving the replacement block of program instructions from the server system; and

 replacing the corrupted block with the replacement block of program instructions.

26. (Previously Presented) A computer program as recited in claim 25, wherein the act of checking the validity comprises the act of using a checksum technique to determine whether the corrupted block of the program instructions exists.

27. (Previously Presented) A computer program product as recited in claim 25, wherein the method performed by the client system further comprises the acts of:

 writing the replacement block to a random access memory of the client system;

 decompressing the replacement block; and

 writing the decompressed replacement block to a flash memory of the client system.

28. (Previously Presented) A computer program product as recited in claim 25, wherein the act of checking the validity of blocks of the program instructions is performed upon the client system establishing communication with the server system in preparation for requesting from the server system information other than the replacement block.

29. (Previously Presented) A computer program product as recited in claim 25, each of the blocks of the program instructions being stored at a specific storage address at the client system, wherein the act of checking the validity of blocks of the program instructions at the client system comprises the act of identifying the specific storage address associated with any corrupted block that is identified.